

# GRAUSTARK

#41 "Winter 1906" (1965A); "Winter 1901" (1965T); (1966NT)

22 August 1966

## KANGAROO POCKEY EMPTY

The San Diego Diplomacy players who constitute the Kangaroo Alliance in 1965T neglected to send in their winter assignments of new units. The Scarborough team's new units are:  
GERMANY: A Danish, F Kiele.  
ITALY: A Rome, F Naples.  
RUSSIA: A Moscow, A Leningrad.  
The deadline for "Spring 1906" moves is SATURDAY 4 SEPTEMBER 1966.

THIRTEEN: General Tarnat, Commander, 3rd Army, has announced the capture of a provisional government here in the jubilant Italian port. All Austrians in the city are reported to have fled to nearby towns and villages in the wake of the Italian advance. Mopping-up operations are due to begin shortly and the entire province is expected to be cleared in a matter of a few weeks, reports General Tarnat.

SIXTY: Will someone please inform wounding General von Motake that there is a war going on?

1965A

## GERMAN DEPARTURES DELAYED

In the "Winter 1906" moves in 1965A, Turkey establishes an army in Constantinople. Germany has not yet reported whether she wishes to build an army or a fleet in Kiel. Don Brannan, playing Germany, has also delayed publication of his postal Diplomacy Bulletin Wild 'n' Woolly. Players in 1965A should submit "Spring 1907" moves with regard to the different possibilities: that Germany may build a fleet or an army in Kiel, or may not build at all before the "Winter 1906" deadline of 25 August. The deadline for "Spring 1907" moves is SATURDAY 4 SEPTEMBER 1966. Players will be informed by postcard of the German build move as soon as the GameMaster received it.

John McCallen, "A" Spotters, S. E. S. Ralston, Alhambra, announces that he has a Diplomacy set for sale for \$5.00.

## SECOND TEAM DIPLOMACY

### GAME BEGINS

Three Californians have taken up the challenge made by the Youngstown University Diplomacy Club in GRAUSTARK #57. This will be postal Diplomacy game 1966T. The players and their countries are:

L. V. D. C.

GERMANY: John Koning, 318 S. Belle Vista, Youngstown, Ohio 44004 (Capt)  
ITALY: Eda Balboa, 571 Bayview St., Youngstown, Ohio  
ENGLAND: Willis Dorison, 707 Bayview St., Youngstown, Ohio

AUSTRIA-HUNGARY: Anders Swenson, 145 Fenderson Lane, Walnut Creek, Calif. 94598 (Capt.)  
RUSSIA: Robert Adams, 3144 Maryella Court, Lafayette, Calif. 94545  
FRANCE: Brian Bailey, 1935 Monument Blvd., Concord, Calif.

This game will be played according to the rules published in GRAUSTARK #54 and #55. The deadline for "Spring 1901" moves is SATURDAY 4 SEPTEMBER 1966.

The OPERATION AGITATION column to the right appears on all of the GameMaster's publications. Of these, the closest is POINTING VESTER, a personal newsletter of comment and opinion. The 25th issue of the POINTING VESTER has just been published. Subscriptions are \$1.00, or \$5.00 for a single copy. KNOWABLE, a science-fiction fanzine, is also published at the same rate. KNOWABLE #9 will appear in September. Send your order for either or both of these publications to John Boardman, 363 16th Street, Brooklyn, N. Y. 11216.

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## THE TACTICS OF DIPLOMACY - II

by Allan B. Calhoun

On the southern Russian frontier, a Fleet in the Black Sea exerts a great deal of influence. Occasionally an alliance succeeds in which Russia and Turkey agree to leave this space open. The Russian Fleet is ordered to Romania, to pick up the supply center. A Turkish Army is ordered from Constantinople to Bulgaria, and the Fleet to Constantinople. Thereafter the Fleet proceeds to the Aegean Sea. Often this alliance is offered by an experienced player to a beginner, however, and then promptly broken. Other experienced players should warn a beginner against this during the first diplomacy period. Russia and Turkey can often make a sound alliance in which both order their Fleets to the Black Sea move after move, thus assuring that it will remain empty, while their armies attack Austria-Hungary.

In this situation it is sometimes possible to pretend that each country has stabbed the other in the back, and mask the fact of alliance for a few moves, after which both countries may be much strengthened by evil from the Balkans and Austria-Hungary. Russia may request that Turkey raise Fleets primarily or entirely, to insure that, after Austria-Hungary is beaten, she will expand against Italy rather than Russia.

If Turkey wants an anti-Russian game she may order her Smyrna Army to Armenia on the first move.

Italy normally spends the first two moves with her Fleet on the acquisition of Tunis. She may proceed through either the Tyrrhenian or Ionian Sea. Normally she chooses the Ionian, because this gives her the option of foregoing Tunis for a couple of moves and attacking Greece or supporting either Austria-Hungary or Turkey into Greece.

If Italy wishes an anti-Austrian game, she may play A Von-Tyr and A Her-Von (the "Oriental Attack"). If these moves succeed, in the Fall she has the option of single attacks on Vienna and Trieste, or a supported attack on Trieste alone. Austria may gamble on some such Italian deployment, and leave Trieste undefended on the first move, in order to dash into the Balkans. If this gamble succeeds, however, she must in any case send sufficient defense back to Trieste on the Fall move, as an open supply center next to an enemy piece is an invitation to attack. If Italy has an inkling that Austria is going to raise this gamble, she may order A Von-Tri on the first move. If this move succeeds, then with normal follow-up play Austria-Hungary will collapse quickly.

Also, if the Oriental Attack succeeds, Austria will nominally collapse quickly, because of her surrounded position and wide-open landward frontiers. The trouble with this result, for Italy, is that she cannot ordinarily hold her gains in Austria. With the Adriatic separating her advanced forces from her newly raised forces, she is quickly dispossessed by two other Powers which have been strengthened by the downfall of Austria-Hungary: Russia and Turkey. Turkey particularly, due to her secure corner position, rapidly becomes a menace to all Europe. Therefore, the player of Italy usually does not attempt to bring Austria-Hungary down.

An early Italian attack on France, however, usually doesn't work. Italy sometimes plays a waiting game with her armies, to see which side will weaken. Occasionally she has made a tenuous attack on Turkey with Fleets, or a picturesque invasion of Germany through Tyrolia. This last, though seemingly unsound, on one occasion succeeded in preventing the Holy Roman Empire in toto.

An alliance between Austria-Hungary and Italy is often very strong, because it cannot be taken in the rear, unless other Powers, particularly France and Turkey, recognize it at once and make a very strong naval commitment in the Mediterranean. It is, however, subject to internal problems, because of the vulnerability of Venice and Trieste to the ally, if these are left undefended.

(This article by the inventor of Diplomacy will be continued in the next issue of STRATAGEM. Be sure you follow this informative series. Subscriptions to STRATAGEM are 12 issues for \$1.00.)